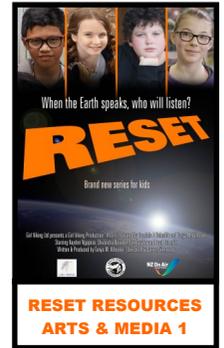


FILM SHOTS AND ANGLES:

Film makers use different shots and angles to tell the story. Each shot or angle creates a different feel for the audience.

It helps to know the names of the shots and angles if you want to make a film.

SHOTS FIRST:



EXTREME CLOSE UP— (ECU)

(shows only a small part of something)



- An Extreme Close Up shot usually focuses on a part of the face (often the eyes or mouth)
- Used to show emotion to the audience
- Often used at key moments in the story e.g. when someone realises the monster is behind them, or that they have won or the moment when they realise they are in love with another character

CLOSE UP— (CU)

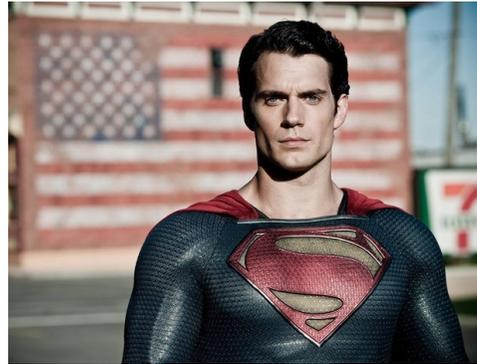
(shows whole face)



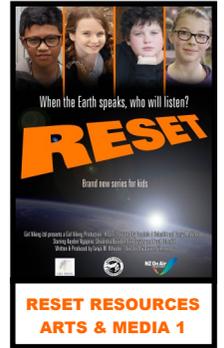
- A Close Up shot of a character usually takes in their face or their whole head and shoulders.
- It can be used to show how important a character or object is. Eg the lead character.
- It can help the audience feel connected to that character's emotions and their journey through the film story.

MEDIUM CLOSE UP— (MCU)

(shows from head to chest)



- A Medium Close Up is a slightly wider Close Up and lets you see the person more comfortably.
- Often used in conversation scenes where two people are talking to each other so that you focus on what they are saying not on what their body is doing.



MEDIUM SHOT — (MS)

(shows body to waist)



- Medium Shot shows the actions of the arms and hands as well as the face.
- It makes the actions as important as the dialogue.
- A Medium Shot also shows some background for context of where the character is.

MEDIUM LONG SHOT—(MLS)

(shows body to knees)



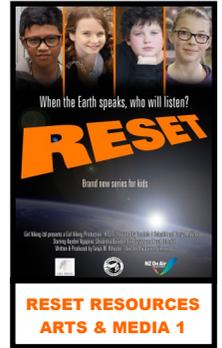
- Medium Long Shots show more of the background of where the character is.
- It also shows whole body language.
- Sometimes used to show that the facial expression does not always match the body language. *For example, Clint Eastwood in the picture on the left looks focused yet relaxed, his hands are hanging casually but his face is intent on watching someone.*

LONG SHOT — (LS)

(shows full body)



- Long Shots show the entire body and some background.
- You can see all the action of the body.
- The facial expressions are less important in a Long Shot.



WIDE SHOT (WS) OR ESTABLISHING SHOT— (EST)

(shows the audience where it is set)



- Wide Shots or Establishing Shots are often used at the start of a new scene to show the audience where we are now.
- Commonly used in TV police dramas or action films to show a location.

TWIN SHOT—(TWIN)

(shows two people beside each other)



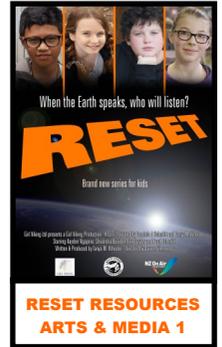
- Twin Shot is the name given to a shot that fits two characters in together, either for dialogue conversation or to show that they are on the same side.
- It allows two characters to have same experience or share same reaction. On the left, James Rolleston and George Henare react to something worrying in the movie DEADLANDS. You may recognise George as the Kiwi Prime Minister from RESET.

OVER THE SHOULDER SHOT — (OSS)

(shows the face of one actor from the point of view of the other character)



- Over the Shoulder Shots are commonly used in a conversation or dialogue between two characters.
- Very common in soap operas like Shortland Street where there is a lot of talking back and forth.



PANORAMA SHOT — (PS)

(shows super wide location shot)



- Panorama Shots are used to show a vast or empty landscape. Can be used as establishing shot.
- A Panorama Shot makes a character feel isolated or small or lost in a big open space.
- See how the person sitting at the top of the cliff is barely visible. It makes them inconsequential or not very important.
- Another example would be a tiny astronaut feeling very insignificant in the vastness of space.

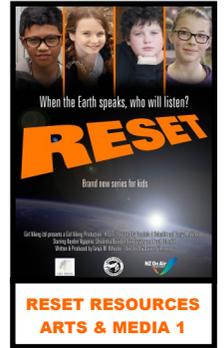
NOW FOR THE ANGLES:

HIGH ANGLE — (HA)

(Camera is up high, looking down)



- The camera is positioned high, above the person or place and looking down on them.
- It can make a person look vulnerable.
- It can make you be on the side of the character in the shot who is in danger or small compared to another character.
- Note: This example from Ratatouille is also an Over the Shoulder Shot.



LOW ANGLE — (LA)

(camera is low, looking up)



- The camera is positioned below the person or place.
- It can make a person look powerful or important.
- In the example on the left, Thor looks bigger than everyone else because the camera is looking up at him.
- Heroic angle or used for monsters like King Kong or Godzilla to make them more impressive or vast and scary. More of a threat.

OVERHEAD SHOT —(OS)

(camera looks straight up)



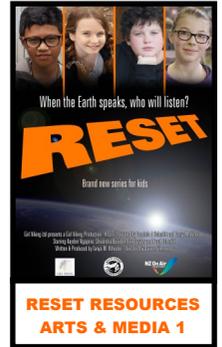
- The camera is positioned directly below the person or place looking straight up.
- It can show what is happening above you on another level like on a rooftop or flying above you.

BIRD'S EYE VIEW — (BEV)

(Camera is looking down from directly above the character or action)

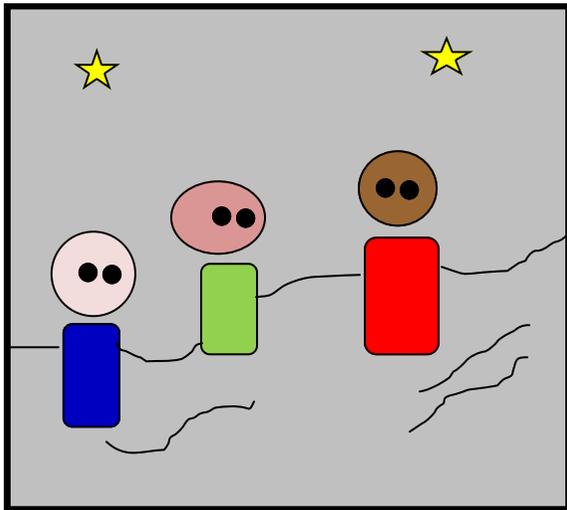


- The camera is positioned high, directly above the person or place and looking straight down on them.
- It can feel a little strange as we don't normally see things from this perspective unless we are flying.

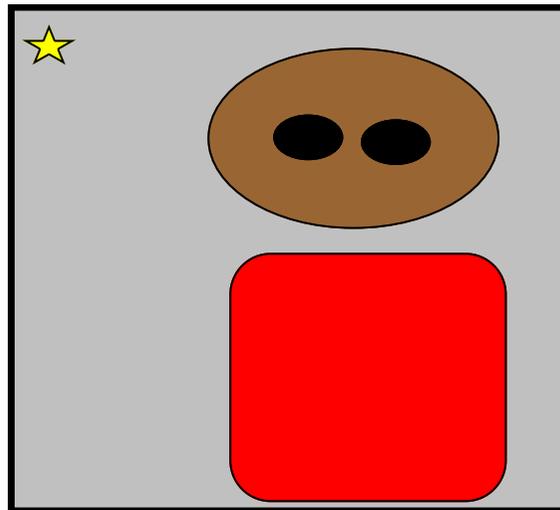


STORYBOARDING:

Storyboards are planning sheets for film making. They are boxes with quick sketches in them showing the angles and shots you want in a scene. The codes for the Shots and Angles are used in story boards in order to be quicker. Story board drawings do not have to be fancy. They can be stick figures if you are in a hurry. (Note: EXT stands for EXTERIOR for an outdoor scene, you would write INT. for INTERIOR or indoor scene if it was inside. You also write DAY or NIGHT. FX stands for Effects—Visual Effects are VFX and sound effects are SFX)



EXT. NIGHT. EST SHOT. Three friends walk at night. Dialogue: Joe—*"Shh, did you hear that?"*



EXT. NIGHT. MLS. Joe is alarmed. Dialogue: Joe—*"It sounded like.... Like....drooling!"*



EXT. NIGHT. ECU of WEREWOLF FANGS. Sound FX: Drooling noises.